

Tamagotchi

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Initial Set-up:

- Upon activating the toy, an egg appears on the screen.
- Set clock, input player name and birthday
- After setting the Tamagotchi unit's clock, the egg will wiggle for several minutes, and then hatch into a small pet (randomized).
- Player names pet
- Family group and gender is randomly selected and displayed to user
- A pause function for pausing the game (pause and save)

Pet Meters: to determine how healthy your pet is

- Hunger meter
 - Feeding pet a meal fills up hunger meter (usually a loaf of bread) or a snack (usually a piece of candy)
- Happy meter
 - Filling up happy meter by playing mini games with the pet or by feeding it a snack (there are limits to how many meals a pet can be fed, but no limits to mini games)
- Discipline meter
 - Filled by pressing the "scold" option when a pet calls for attention but refuses to play or be fed a meal
- An age and weight function to display current age and weight

Other Health Functions:

- Pet leaves droppings around the screen from time to time
 - Pet gets sick if they are not picked up within a certain amount of time
 - If pet is sick, skull icon appears next to the pet as it sits still at the bottom of the screen, with an unhappy expression
 - The pet can die if the sickness is left unchecked
 - Pet can be cured by pressing "medicine" option
 - Pet will not play or be fed a meal when sick
 - Before pet goes to bathroom, it makes a face and stink lines appear around it (to give the player a visual alert to clean the pet)
 - Pets fall asleep during night time
 - Player has option to turn off light when pet falls asleep
 - Light turns on automatically when pet wakes up

Life Cycle:

- When pet reaches new stage, a jingle noise is made and the pet's appearances change
- Pet can die due to poor care, old age, sickness
- Life Cycles are:
 - Baby
 - Child
 - Teen
 - Adult
 - Senior
- Pet's age increases once it has awakened from its sleep time
- Feature a ghost and headstone (some visual) when pet dies

- Clock - set time, player name and birthday
- Set pet name; generate family type and gender
- Keep track of current meters
- Add or subtract from meters
- Check those meters
- Mini-games - 10 coins and gain happiness
- Buy snack or foods
- Pet mood visual changes
- Pet goes to bathroom
- Clean up pet option
- Timer to fall asleep & for life cycles